



Cultural & Community Services

Youth Sports Supplemental Rulebook

2023-2024

REVISED 8/30/23

Changes are indicated in red

**305 West Third Street
Oxnard, CA 93030
(805) 385-7995**

League Schedule and Standings: <http://www.teamsideline.com/oxnard>

Table of Contents

General Rules.....	3
Basketball.....	8
Flag Football.....	13
Volleyball (Boys & Girls)	25
Girls Slow-Pitch Softball Rule.....	28
7 on 7 Soccer Rules.....	32
Appendix	40
Contact Us.....	54

General Rules

I. The league coordinator will have jurisdiction over all the rules and regulations herein not covered.

- A. In the event the league coordinator is not on-site or contactable, a recreation specialist will have jurisdiction over all the rules and regulations herein not covered.

II. Registration

- A. In order to register, teams must submit the YOUTH SPORTS LEAGUE REGISTRATION INFORMATION (**Appendix I**) and a YOUTH SPORTS ROSTER (**Appendix II**) at the City of Oxnard's Cultural and Community Services office.
- B. In order to participate, all players must have the following forms signed with ink and returned to the City of Oxnard's Cultural and Community Services office **two weeks prior to the first scheduled game**:
 - 1. MINOR RELEASE FORM (**Appendix III**), **WAIVER FOR COMMUNICABLE DISEASES** (**Appendix IV**), AND CODE OF CONDUCT (**Appendix V**).
- C. Only players and coaches on the official roster may be on the bench.
 - 1. Injured players may sit on the bench only if they are dressed in their casual clothing.
- D. All Coaches must be at least 18 years of age.
- E. No player may participate if they reach age 15 prior to December 31.

III. Adding/ Dropping From the Official Roster

- A. Adds/drops to a team roster must be made prior to the second scheduled game of the season.
 - 1. Requests to amend a roster must be requested on the **ADD/ DROP FORM** (**Appendix VI**) that is included with the registration packet found on Oxnard's teamsideline page.
 - 2. The **ADD/DROP FORM** must be submitted to a Recreation Specialist or the Recreation Coordinator 24 hours prior to the next scheduled game.
- B. All added players must have the completed registration forms submitted the business day prior to their first scheduled game.
 - 1. Changes will not be accepted at gametime or gameday.
- C. In the event that a team must withdraw from the season, the following policies will be enforced:

1. Prior to the release of the game schedule, refunds/credits may be issued without penalty, subject to Recreation Coordinator approval.
2. After the game schedule has been released, 20% penalty fee per refund/credit request, subject to supervisor approval.
3. After the first games begin, no refunds/credits will be issued.

IV. Forfeits

- A. Game time is forfeit time.
- B. Coaches must submit lineups to the scorekeeper prior to game time.
- C. Late arrivals may enter the game after the coach has notified the scorekeeper of the players' arrival. If the coach has not notified the scorekeeper of the player's arrival prior to the substitution, the **team will receive an infraction**.
- D. Rescheduling games **will be considered on a case-by-case basis, but is not guaranteed**.
- E. **In the event a team needs to forfeit, the team must notify a Recreation Specialist and/or Coordinator 24 hrs in advance.**

V. Protests

- A. All protests must be made prior to the end of the game. Procedures for protesting:
 1. Coaches must inform the referee.
 2. Referee will notify the opposing team and the scorekeeper.
 3. Coach must submit a written protest to the Recreation office to the **league coordinator** within two working days of the protest.
 4. League Coordinator will make a ruling as soon as possible.
- B. Judgment calls are NOT protestable.

VI. Tie Breaker Rules

- A. In the event that two or more teams are tied at the end of league play, the following tie breaker rules will be used:
 1. Head-to-head record
 2. **Head-to-head differential (volleyball only)**
 3. **Total points scored in the head-to-head game(s)**
 4. **Sportsmanship points**
 5. **Total points scored during the regular season**
 6. **Total points allowed in the head-to-head game(s)**
 7. **Total points allowed during the regular season**
 8. Coin toss

VII. Code of Conduct

- A. The Head Coach and Assistant Coach agree to support and influence good sportsmanship, high moral standards, and be responsible for the conduct and acts of themselves, their players, and their spectators.
- B. Penalties for violating Code of Conduct Rules:
 - 1. Depending on the seriousness of the infraction, disciplinary actions may include a formal warning, ejection from the game, suspensions, and/or expulsions from the league.
 - 2. Any player, coach, or spectator displaying unsportsmanlike conduct may be ejected from the game.
 - a) If the person who committed the violation does not leave when asked to do so, the team responsible for the infraction will be charged with a forfeit, suspension(s), and/or expulsions from the league.
 - b) Profanity or vulgar language will not be tolerated and receive an automatic ejection.
 - 3. Any ejections carry an automatic one-game suspension to be served at the next scheduled game and the individual(s) must leave the area immediately.
 - a) The City of Oxnard adopts an “out of sound, out of sight” approach to define “leaving the area”.
 - 4. Any ejected/suspended individual is also suspended from participating in any other City of Oxnard sporting event/programming (i.e spectator, coach, etc.) until their suspension has been served.
 - 5. Enforcement of the Code of Conduct at a game site will be based on the site monitor’s best judgment and may be rescinded, increased, or upheld by the Recreation Coordinator.
 - 6. The terms of the Code of Conduct may be found on the City’s teamsideline webpage and under appendix V contained herein.

VIII. Miscellaneous

- A. Coaches must be cleared through the City of Oxnard in order to be on the bench with the team.
 - 1. Cleared coaches must display their badges at each and every game in order to participate.
 - a) Coaches who do not have their badges will not be permitted to coach the game

- B. No hard hair accessories
 - 1. Exceptions may be made on a case-by-case basis.
- C. No jewelry.
 - 1. Tape may not be used to cover jewelry.
 - 2. Exceptions may be made on a case-by-case basis.
- D. False nails are not permitted and natural nails must be cut to the length of finger.
- E. No shorts with pockets
 - 1. Tape may be used to close pockets.
 - 2. The City of Oxnard will not provide tape.
- F. No food or drinks permitted inside any of the basketball gyms.
- G. The player's school grade is the sole criteria for determining his/her division.
 - 1. A player may play up one division, but may only play for one grade level
 - a) example: a 3rd/4th grade player may move up to 5th/6th grade division, but must choose one or the other play on.
- H. The City of Oxnard does not offer coed teams for 3rd/4th grade and up, except for flag football.
 - 1. Exception: girls may participate on a boys team if a school does not offer a girls team in that sport.
- I. Youth Sports Uniform
 - 1. Teams must have uniforms of matching color schemes.
 - 2. If only one team has a reversible top then the head official will have that team reverse their uniform. Time will be provided for the team to change their tops.
 - 3. If both teams have reversible uniforms, the home team will use the light side of the jersey and the guest team will use the dark. The head official reserves the right to ask for adjustments in the best interest of an equitable game.
 - 4. If there are no reversible jerseys from either team, one of the following will be decided at the head officials' discretion:
 - a) One team will wear pinnies.
 - (1) A coin flip will occur to decide which team. The winning flip will stay as is and the opposing team will wear the pinnies.
 - (2) pinnies are not provided by the City of Oxnard
 - 5. Referees will use the predominant color on the uniforms/ pinnies to identify calls.
 - a) For example, if one team is blue with stripes, and the other team has red uniforms with stripes then the officials will use blue and red to identify the teams.

6. Violation(s) of the uniform policies may result in infractions and/or being prohibited from entering the game.

J. Cheerleading programs

1. The City of Oxnard does not offer any form of official cheerleading competitions.
2. The City does allow cheerleading programs to be present and support their team, however the following conditions will apply in such cases:
 - a) Cheerleaders and their coaches are considered equals to any other spectator. No special seating arrangements will be honored at any time at any sporting event. Seating is limited and based on a first come first served basis.
 - b) Chants must be positive in nature and may not be directed at anyone other than their own team.
 - c) Performances may not be done during timeouts, but may be permitted during half time intermissions only if the performance does not disturb either team from using the court/field to warm up and/or delays the restart of the game.
 - d) The Recreation Coordinator and/or Recreation Specialist on-site reserve the right to allow or disallow cheerleading programs from entering the playing court/field.
 - e) As with any spectators, teams are subject to disciplinary action should their cheerleading program violate the City of Oxnard's code of conduct or conditions included herein.

IX. Youth Sports Sportsmanship Program

- A. The sportsmanship system is put in place to maintain a fun, positive, and recreational environment.
- B. Teams are expected to demonstrate good sportsmanship at all times.
- C. A team's sportsmanship is demonstrated by players, fans, and coaches.
- D. Sportsmanship does not take place only in the game but also before and after the game.
- E. The head coach and assistant coaches must support and influence good sportsmanship, high moral standards, and are responsible for the conduct and acts of themselves, their players, and their spectators.
 1. This includes but is not limited to unsportsmanlike disagreements with officials.
- F. Details of the Sportsmanship Program are included in Appendix VI as well as downloadable on the City's teamsideline page

Basketball

******With the exception of the following modifications,
current CIF Rules will govern league play.******

I. Divisions

A. Boys:

A level- 7th & 8th

B level- 7th & 8th

C level- 7th & 8th

6th

5th

3rd & 4th

Girls:

7th & 8th

6th

5th

3rd & 4th

Coed

2nd

Mighty Mites (Kinder – 1st)

B. 5th and 6th grade divisions may be combined if enrollment is too low

C. Mighty Mites and 2nd grade divisions may be combined if enrollment is too low.

D. A player's school grade is the sole criteria for determining his/hers division.

1. A player may play up one division, but may only play for one team.

II. Rosters, Substitutions, and, Game Time:

A. Fifteen (15) players per team maximum.

B. Team roster sheets must be filled out and submitted to the scorekeeper before the start of every game.

1. **The sheets are provided by the scorekeeper.**

C. All players in uniform sitting on the bench must play a minimum of one (1) full quarter per game.

1. In all divisions, unless otherwise specifically written herein, one (1) full quarter is defined as playing from start to finish in one quarter which is eight (8) consecutive minutes.

a) **Please note: Four (4) minutes in one (1) quarter and then four (4) minutes in another quarter does not consist of one (1) full quarter.**

2. The official scorekeeper, site monitor, and/or Recreation Specialist/Coordinator shall determine compliance.
 3. Failure to comply will result in forfeit.
- D. **In all divisions, unless otherwise specifically written herein**, the game will consist of four- 8 minute quarters running time, except for the last two (2) minutes of the 4th quarter which will follow stop clock rules.
1. **For the stop clock rule to take effect, the lead must be less than 15 points. If the lead is 15 points or more, the clock will run.**
 2. **During stop clock, the clock will only stop on an official's whistle.**
- E. **During free throws, both team benches and on-court players must refrain from any sounds and/or actions that would interfere with the shooter.**
1. **If a team violates this rule, a warning will be issued on the first offense. A technical foul will be issued for every violation thereafter (may be issued to the team or a specific individual).**
- F. **Game time is forfeit time.**

III. General Rules and Regulations

- A. Games may start and end with four (4) players present.
1. **Players who foul out (five personal fouls), must exit the game immediately and may not reenter the game.**
 - a) **A team may continue to play with at least two players on the court.**
- B. The game will begin with a jump ball, the team that loses the tip-off will take possession at the next jump ball opportunity and teams will continue to alternate receiving **possession at every jump ball opportunity thereafter.**
- C. Teams may not press in the backcourt if they have a fifteen (15) point or more lead.
1. The first violation shall draw a warning by the Officials, subsequent violations shall result in a technical foul(s) issued to the team.
- D. Three (3) second key violations, ten (10) second penetration rule, and backcourt will be enforced in **all divisions, unless otherwise specifically written herein.**
- E. No thirty (30) second shot clock.
- F. Four (4) time-outs per game.
1. **Overtime- if a team is out of timeouts prior to the start of overtime, they will be issued one timeout (1) for the extra period.**
- G. **Overtime will consist of a single period of two minutes (2) stop clock.**
- H. **If the game remains tied, a second overtime of two minutes (2) stop clock will be played.**
1. **If a team is out of timeouts prior to the start of double overtime, they will be issued one timeout (1) for the period**

- I. If the game remains tied, there will be a sudden death extra period where the first team to score will win the game.
- J. For all extra periods, a jump ball will be used to start the game.

IV. Fouls and Ejections

- A. On the 7th team foul, the 1+1 rule will be in effect per half. On the 10th team foul, the opposing team will be awarded two (2) free throws for each subsequent personal foul.
- B. Technical Fouls may be issued for, but may not be limited to, the following infractions:
 1. Mismatching, torn/damaged, unnumbered, and/otherwise non-compliant uniforms.
 2. Unsportsmanlike conduct listed in our Code of Conduct form.
 3. Too many players on the court.
 4. Delaying game time.
 5. Calling timeout when no timeouts are available.
- C. Technical fouls will award two (2) free throws and possession of the ball to the team who does not review the infraction.
- D. Ejections may be issued to any individual (coaches, players, spectators).
 1. An individual who receives an ejection must leave the facility immediately and adhere to the City's "Out of Sound, Out of Sight" policy.
 2. Any ejection(s) also carry a minimum of one game suspension to be served at the next scheduled game. Furthermore any individual(s) ejected may not attend any other City of Oxnard sports programming until their suspension has been served.
 3. Ejections may be issued for, but may not be limited to, the following infractions:
 - a) Profanity
 - b) Any kind of threat
 - c) Excessive reaction to game play or an official's call.
 - d) Repeated violations of the Code of Conduct form.
 - e) Any combination of technical fouls and flagrant fouls where the total number of them equals two (2).

V. Uniforms and Equipment

- A. Athletic shoes must be worn by all participants.
- B. Casts (plastic or other hard substance in its final form) may not be worn during the game.

- C. Exposed jewelry such as wrist watches, bracelets, large or loop earring, hair accessories, and neck chains may not be worn during the game
 - 1. Jewelry may not be taped to the body.
 - 2. Medical alert bracelets or necklaces are not considered jewelry, but if worn, must be taped to the body.
- D. False nails are not permitted and natural nails must be cut to the length of finger.
- E. Uniform tops must all match color schemes and have a number.
- F. Uniform bottoms must be shorts and may not have pockets.
 - 1. Tape may be used to close pockets, but must be provided by the team.
 - 2. Technical fouls may be issued for violations.
- G. Players may be prohibited from entering the game for violation of uniform regulations
- H. Basketball sizes
 - 1. Boys Division for 5th- 8th grades will use the Official size ball (29.5”).
 - 2. Boys Division 3rd/4th grade and all Girl Divisions will use an intermediate (28.5”) basketball.
 - 3. 2nd grade and Mighty Mights will use a junior size basketball (27.5”).
- I. The basket height is 10 feet.

VI. Rules that apply to all 3/4th grade and 2nd grade teams

- A. Five (5) second key violation rule is applied.
- B. No backcourt press.
 - 1. The first violation shall draw a warning to the Coach by the Officials; **subsequent violations shall result in a two (2) shot technical foul**
 - 2. The Offense must be allowed to bring the ball backcourt to the frontcourt unobstructed, while dribbling.
 - 3. If a pass is made from the backcourt to frontcourt the defense may intercept the pass as long as the ball has crossed the mid court line.
 - a) This also applies to a ball that is rolled from backcourt to frontcourt.
- C. Any timeouts taken in the last two (2) minutes of the fourth quarter, the basketball must be inbounded into the frontcourt.
- D. If a team is leading by fifteen (15) or more points, they may not defend above the top of three (3) point line (top of the key).
- E. The height of the basket for 2nd grade is 8 feet 5 inches. 3rd/4th grade will use a full size ten (10) foot tall basket.
- F. **Traveling and Double Dribble will be called for 3rd/4th grade division.**
- G. **Due to the instructional nature of the division, 2nd grade will loosely call these infractions based on the following criteria:**

1. Three steps will be allowed before a travel violation will be called.
2. Two double dribbles will be allowed before a violation will be called.

VII. Rules that apply to Mighty Mites Basketball

- A. Defense must be played within the three point line. The offense must cross the three point line before the defense can guard an offensive player.
- B. Traveling will not be called unless a player runs the full length of the court without dribbling. Double dribble, three second key violation, and 10 second penetration rules will not be called.
- C. Both coaches will be permitted onto the court during play to assist their team, but may not interfere with gameplay.
- D. Games will consist of two 15 minute halves (running clock) with substitutions every five minutes.
 1. For substitutions, no player may sit twice before every other player has sat once.
- E. As a developmental league, the score will always be shown as tied, regardless of who scores.
- F. Each team will receive one time out per half that will not carry over if unused.
- G. Fouls will be called. If there is a player who continuously fouls, they will be asked to sit for a short period of time, but will be allowed to reenter.
 1. free throws will be awarded for shooting fouls.
- H. Out of Bounds violations will be called.
- I. NO jump balls to commence the game. The home team will start the game with possession.
- J. Teams will switch sides at half time.

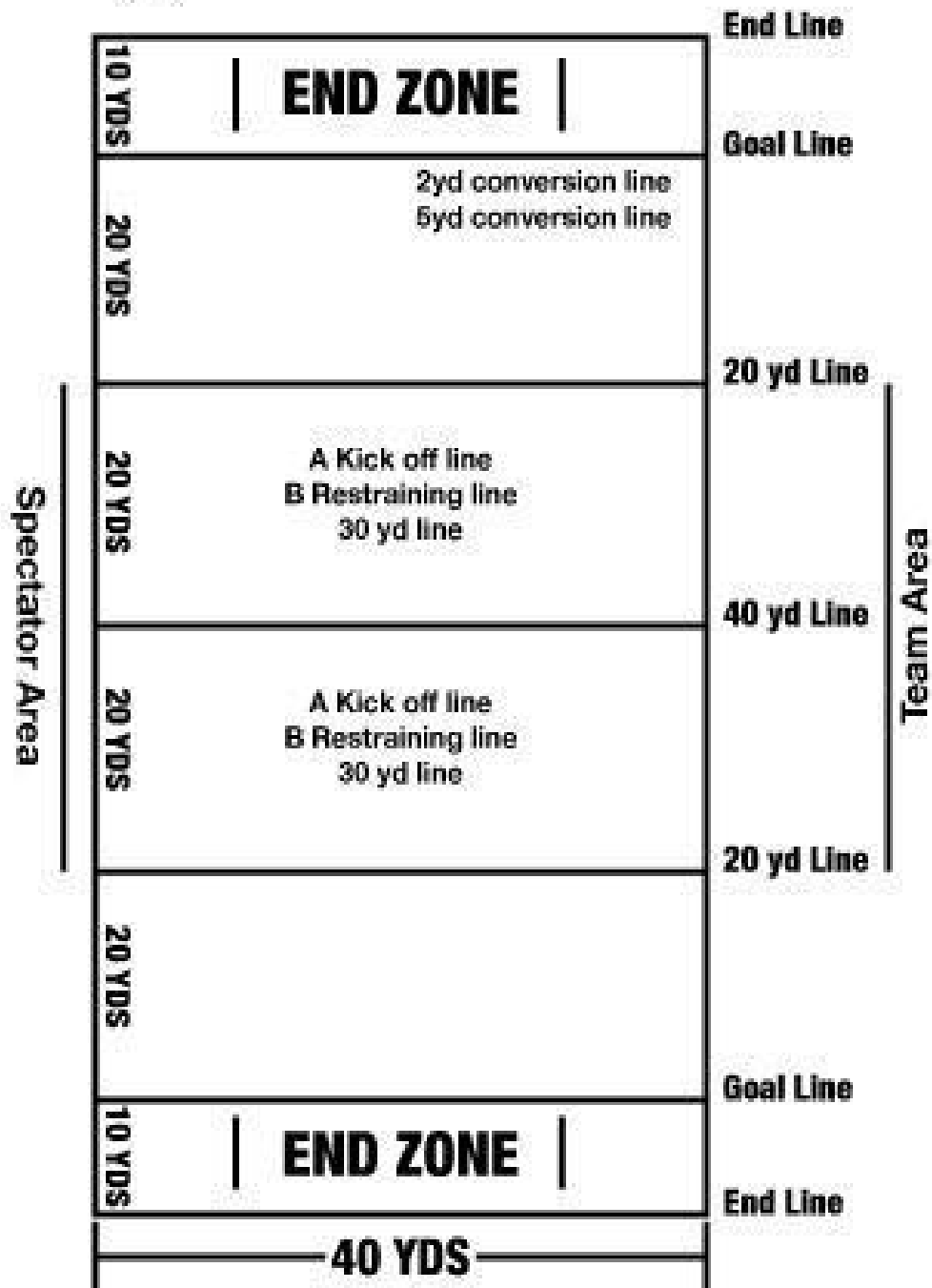
VIII. Basketball Rotary Tournament Rules

- A. All aforementioned rules will be enforced, except for the following:
- B. No minimum play rule
- C. 7th& 8th Grade Boys (A&B) and Girls
 1. Six (6) minute quarters with stop clock during the entirety of the game.
- D. 3rd,4th,5th,6th, Grade teams
 1. 8 minute quarters.
 2. Last 2 minutes shall be stop clock, if the lead is less than 15 points.

Flag Football

****With the exception of the following modifications, current SCMAF Rules will govern League play****

Flag Football Field



I. Divisions

- 7th & 8th grade
- 6th grade
- 5th grade
- 3rd & 4th grade
- Mighty Mites- Kindergarten to 2nd Grade

II. The Field

- A. The field shall be marked off into four (4) equal segments. The length and width will be regulated by the area available.
- B. Official dimensions for the playing field are eighty (80) yards in length and forty (40) yards in width, with ten (10) yard end zones.
- C. Spectators must remain behind the “fan line” that will be painted at least five (5) yards behind the sideline of the spectator area.

III. The Players and Substitutions

- A. Each team on the field will consist of eight (8) players. Game may start **and end** with seven (7) players present at the game.
- B. Any offensive formation will be allowed.
- C. The defensive formation is not restricted.
- D. All players are eligible **to receive the ball from the quarterback.**
- E. Direct runs by the quarterback across the line of scrimmage are not allowed. He/she must hand off or pass.
 - 1. Penalty shall be called when the quarterback crosses the line of scrimmage, but officials will allow play to be completed.
- F. Minimum Play Rule
 - 1. Each player must play a minimum of five (5) consecutive minutes which includes all offense, defense, and kicking plays in each game. Officials’ time out (not charged to either team) shall be called to the nearest midway point of the quarter on the next dead ball.
 - 2. Injuries that preclude the player from returning to the game are exceptions. Injuries that put the player out of play for more than one (1) play will be ruled upon at the discretion of the **site monitor, and/or Recreation Specialist/Coordinator with** respect to satisfying the minimum play rule.
 - 3. Failure to adhere to the minimum play rule will result in forfeiture of the game.

4. The official scorekeeper, **site monitor, and/or Recreation Specialist/Coordinator** shall determine compliance.
 5. **Substitutes must check in with the scorekeeper before entering the game in order to track their minimum playing time.**
- G. Officials shall not tolerate substitutions that are obviously made to delay the game.
- H. A substitute becomes a player when he enters the field and communicates with a teammate or an official, enters the huddle, is positioned in an offensive or defensive formation, or participates in the play.

IV. Game Time and Timeouts

- A. Game starts with a coin toss. The winner may only choose to kick, receive, or defer.**
- B. The length of the game shall be four (4)- ten (10) minute quarters.
1. Stop clock will be used the last two (2) minutes of the second and fourth quarters.
 2. Clock shall stop for notification of two (2) minute warnings prior to the end of each half.
 3. During that time the clock stops only for incomplete forward passes, out of bounds, penalties, time-outs, change of possessions, and scores.
 4. After a penalty, the clock will start depending on the previous play.
 - a) The clock may be stopped while the officials confer regarding the enforcement of the penalty.
 - b) Once the officials have placed the ball back onto the spot and on their signal, the clock will restart.
 5. If a declared kick is attempted, the clock will not start until the ball is kicked.
 6. The clock will be stopped only when designated by an official, for time-outs, or after any score.
- C. If a team is leading by a score of twenty-four (24) points or more, the “running time” clock will be used.
1. The clock will only stop for charged time-outs and official time-outs.
 2. After any score, the trailing team will be awarded the ball at their 35 yard line in lieu of a kickoff. Should the lead become less than a twenty-four (24) point margin, the game will convert back to regulation timing and kickoffs.
 - a) **If a team is trailing by twenty-four (24) points or more at the conclusion of the second quarter, that team will be awarded the**

ball at the 35 yard line to start the 3rd quarter, regardless of the results of the coin toss from the start of the game.

- D. Each team will receive four (4) time-outs per game.
- E. Game time is forfeit time.

V. Tied Games

- A. The winner of a coin toss will determine whether to play offense or defense with the ball placed on the twenty yard line and which end of the field to play on. The winner of the toss may not defer.
- B. Both teams will have four plays to score from the twenty yard line, unless a penalty extends play.
 - 1. A team may start outside the twenty due to a penalty but cannot gain a first down by crossing the twenty.
- C. A team that scores will attempt a two point conversion.
- D. If both teams fail to score, the winner will be determined by the most yardage gained from the twenty yard line.
- E. If teams are tied in score and yardage, the overtime process will be repeated.
- F. Each team is allowed one timeout per overtime period and may not carry over timeouts to any additional overtime periods.
- G. Interception
 - 1. If team B intercepts and scores, the game is over. If they do not score, the ball is placed on the twenty to begin their series. Team A receives zero net yards for their possession.

VI. Coaches and Spectators

- A. Coaches and players must stay between the twenty (20) yard lines in the “**Team Area**” when on the sidelines. **During a time out, only one (1) coach may be on the field with the team, if the team chooses to remain on the field during the timeout.**
- B. **Only one coach is permitted to travel the entire field, but all others must remain between the 20 and 40 yard lines**
 - 1. **Coaches may alternate positions if they wish**
- C. The first game of the season for each team of the 3rd & 4th grade division, one coach may remain on the field during play of the game only to assist players in learning their field positions **and must retreat 10 yards from the line of scrimmage before the ball is snapped.**
 - 1. **Coaches who interfere with gameplay may be issued penalties and/or be ejected.**

- D. After a first warning, failure to comply with “A”, “B”, or “C” will result in flagging said coach/team for unsportsmanlike conduct.
 - 1. If behavior persists, game may be forfeited or coach ejected at the discretion of the official, **site monitor, and/or Recreation Specialist/Coordinator**
- E. Spectators must remain in the stands whenever seating facilities are available. If stands are not provided, spectators will keep at least five (5) yards from the sidelines and end lines, and between the twenty (20) yard lines (“Spectators Area” **will be painted onto the field**).

VII. Equipment

- A. All game equipment, such as game balls, timers, flags, etc. will be furnished by the Recreation Department.
- B. Jerseys
 - 1. Players must wear jerseys with numbers and **matching color schemes**.
 - a) All participating teams are required to bring their own pinnies in the event that two teams have matching colors.
 - b) All teams must provide their own tape to adjust jersey numbers.**
 - c) At the start of play, all jerseys must be tucked into pants/shorts to terminate one (1) inch above flag football belt line.
- C. Pants/Shorts
 - 1. Each player must wear pants or shorts that are a different color than their flag.
 - 2. Pants or shorts that are worn that have belt(s), belt loop(s), exposed drawstring(s), or pocket(s) must be taped to the body prior to the game.
 - a) All teams must provide their own tape to adjust pants/shorts.**
- D. Flag Belt
 - 1. All divisions shall use the City of Oxnard’s regulation three (3) flag belt system.
 - 2. Flags must be a contrasting color to their uniform.
 - 3. The flags must be a contrasting color to their opponent’s flags.
- E. Shoes
 - 1. Shoes with metal, ceramic screw ins, or detachable cleats are illegal.
- F. Balls
 - 1. The “A” Division shall use intermediate/ youth size football.
 - 2. The “B” and “C” Division shall use a junior size football.
- G. Personal protective equipment, such as knee guards, arm guards, etc. shall be inspected by officials prior to each game.

1. NO regulation tackle football equipment such as helmets, pads, etc. will be allowed.
- H. Exposed jewelry such as wrist watches, bracelets, large or loop earring, hair accessories, and neck chains may not be worn during the game and may not be taped to the body.
 1. Medical alert bracelets or necklaces are not considered jewelry, but if worn, must be taped to the body.
- I. Casts (plastic or other hard substance in its final form) may not be worn during the game.
- J. False nails are not permitted and natural nails must be cut to the length of finger.

VIII. The Game

- A. Encroachment is going into the neutral zone.
 1. Neutral zone is the length of the football and is defined as the space between the two scrimmage lines during a scrimmage down. This is established after the center has adjusted the ball, ready for hike.
 2. If either team encroaches, the ball is dead, and a five (5) yard penalty assessed.
- B. Blocking
 1. Offense
 - a) An offensive blocker may use only the standing block, with the forearms and hands folded to the body.
 - b) No part of the blocker's body, except the feet, shall be in contact with the ground throughout the block.
 - c) A four (4) point stance will be allowed only on the initial charge by linemen.
 2. Defense
 - a) Defensive players are restricted in the use of hands to only pushing the shoulders and body of offensive blockers.
 - b) Slapping or striking is not allowed and will be penalized.
- C. Charging and Tackling
 1. The ball carrier may not run through a defensive player and must attempt to evade the defensive players. Tackling is not permitted.
 2. 3rd & 4th grade division and below
 - a) tackling can result in sitting out for one quarter or ejection from the game.
 3. 5th grade divisions and up
 - a) tackling will be issued an ejection from the game.

4. The official, site monitor, and/or Recreation Specialist/Coordinator shall determine whether physical contact shall be deemed a “tackle”.
 5. The defensive player must not hold nor run through a ball carrier and must play the flag, not the player or the ball.
- D. The quarterback is considered the ball carrier until he/she releases the ball.
- E. Defensive players may attempt to block a pass as long as contact is not made with the passer.
- F. In an attempt to remove the flag from the ball carrier, defensive players may contact the body of an opponent with their hands, but not their neck or head.
1. A defensive player may not hold, push, or knock the ball carrier down in an attempt to remove the flag.
- G. Defensive roughness against the ball carrier.
1. Penalty shall be 12 yards and/or violators involved in the following fouls may be ejected from the game at the discretion of the officials, **site monitor, and/or Recreation Specialist/Coordinator:**
 - a) Tackling the ball carrier
 - b) Holding the ball carrier
 - c) Blocking the ball carrier
 - d) Tripping the ball carrier
 - e) Pushing the ball carrier
 - f) Charging the ball carrier
 - g) Pushing out-of-bounds.
- H. Kick-Offs
1. The kick-off shall be made from the thirty (30) yard line from either end of the playing area.
 2. The receiving team must place a minimum of three (3) players within five (5) yards of midfield line.
 3. The kick-off must originate from a City of Oxnard provided kicking tee.
 4. Out of Bounds
 - a) In the event the ball goes out-of-bounds on the kick-off, between the kicking team’s restraining line and the receiving team’s thirty five (35) yard line, the receiving team shall have the following choices
 - (1) accept a five(5) yard penalty from the previous spot and have a re-kick.
 - (2) Put the ball fifteen (15) yards in from the sideline at the inbounds spot.
 - b) If re-kick goes out of bounds, the receiving team must put the ball in play at the inbounds spot, or at the thirty-five (35) yard line if the ball goes out of bounds inside the receiving team’s thirty-five

(35) yard line. **If the rekick is invalid, it may not be attempted a third time.**

5. On-side Kick

- a) There are no on-side kicks. The kicking team cannot recover an on-side kick. Ball becomes dead and is put in play at that point by the receiving team.

I. First Down

1. To keep possession of the ball, the offensive team must advance the ball past the zone lines in four downs. As soon as the ball is advanced over the zone line, the following down shall be first.

J. Putting The Ball Into Play

1. The ball is put into play by the center by the backwards snap or hand-off, including free kick situations.

K. Fumbled Ball

1. The ball is dead at the point of contact with ground behind the line of scrimmage.
2. Fumbles beyond the line of scrimmage, when the ball hits ground, ball is dead and spotted at the point of lost possession.
3. On a punt, kick, or interception, once possession is gained, if the ball carrier loses possession of the ball and hits the ground, the ball is dead and spotted at the point of lost possession.
4. An intentional fumble is considered unsportsmanlike conduct and will be penalized from the point of the infraction.

L. Punts and Kicks

1. A kick that touches a player of either team and then touches the ground is dead at the spot of touching.
2. Kicks or punts crossing the goal line shall be declared dead and automatic touchbacks, whether touched or not. **The ball will then be spotted on the 20 yard line to recommence play.**
3. On a defensive blocked punt, the kicking team may advance the ball if recovered behind the line of scrimmage, and remain in possession if the down was third or less, or if the ball is advanced beyond the first down zone.
4. Blocked punts may be run out of the offensive team's end zone.
5. All kicks must be declared on any down (1st through the 4th). The defensive team must have a minimum of three (3) players on the line of scrimmage until the ball has been kicked. Neither team may cross the line of scrimmage until the ball has been kicked.

6. On all free kicks, the punter has ten (10) seconds from the time of the snap to punt the ball. Punter must begin kicking motion behind the center (hiker).

M. Illegal Hideouts and Extra Players

1. All players must break from the huddle before each play. If a team does not huddle, all players must be at least five (5) yards from the sidelines when the ball is put into play, or they shall receive a penalty.
2. If an official determines that there was an additional player(s) on field, the offending team will receive a penalty.
 - a) If a team is determined to have an extra player during a play that resulted in a touchdown, that score may be rescinded and down replayed, but the infraction must be caught immediately after the score. The offending team may receive additional penalties.

N. Passes and Hand-offs

1. All players are eligible receivers.
2. An incomplete lateral pass is a dead ball at the point of contact with the ground.
3. An intercepted pass in the defensive team's end zone may be run out of the end zone or downed in the end zone.
4. Touchbacks will be put in play at the twenty (20) yard line.
5. There may be any number of legal forward passes during a down, but each pass must be thrown from in or behind the neutral zone.

O. A flag(s) removed inadvertently (not removed by grabbing and pulling) does not cause play to stop.

1. It shall continue as if the flag(s) had not been removed. In all situations where play is in progress and a ball carrier loses one or all flag(s) inadvertently, the deflagging reverts to a one-hand touch of the ball carrier between the shoulders and the knees; the ball would then be declared dead.

P. Other causes for a ball to be declared dead shall include:

1. When the ball goes out-of-bounds or the ball carrier goes out-of-bounds.
2. When a forward pass becomes incomplete.
3. When a touchdown, safety, or touchback is made.
4. When the ball carrier touches his/her knee to the ground.
5. When any lateralled ball, centered ball, backward or sideward pass strikes the ground.
6. At any other time the Official declares the ball "dead".

IX. Unsportsmanlike Conduct

- A. Swearing, obscene language or actions either on or off the playing field by the players, coaches, or spectators, will not be tolerated.
- B. No player may show baiting or taunting acts or words, which engenders ill will or any delayed, excessive or prolonged act by which a player attempts to focus attention upon himself.

X. Safety

- A. Shall be called should the following situations occur:
 - 1. A fumble in one's own end zone.
 - 2. Ball carrier's flag is pulled in his own end zone
 - 3. A blocked punt is downed by the offensive team in their own end zone.
 - 4. A dropped sideward or backward pass in the end zone.
 - 5. A blocked punt, which rolls out of the end zone.
 - 6. Offensive foul in your own end zone.
- B. After a safety, the offensive team is allowed one play on their twenty (20) yard line to kick to the opposing team.
 - 1. The ball is free after traveling ten (10) yards, or when touched by the receiving player.

XI. Changing Goals

- A. Teams shall change goals at the start of the second, third, and fourth quarter.

XII. Scoring

- A. Touchdown – 6 POINTS
- B. Safety – 2 POINTS
- C. Conversion – 1 POINT. The ball shall be placed 2 yards from the goal line for the attempt.
- D. Conversion – 2 POINTS. The ball shall be placed 5 yards from the goal line.
- E. There will be NO kicking conversions allowed.
- F. Forfeit – 1 POINT

XIII. Penalty Enforcement

- A. No single penalty may be assessed that will move the ball more than half the distance to the goal line, whether the penalty be against the offensive or defensive team.
- B. For any fouls between downs, enforce from the spot of the snap.

- C. For any fouls between downs, the following enforcement principles apply:
 - 1. If defensive foul occurs during loose ball play:
 - a) free kick, pass, or fumble behind the scrimmage line. Enforced from the line of scrimmage.
 - 2. If the offensive team fouls behind the line of scrimmage on above plays, enforce from the spot of the foul.
- D. If a foul occurs during a running play, enforcement of such a penalty shall be from the end of the run.
 - 1. A running play is any run not followed by a pass, kick, or fumble behind the line of scrimmage
- E. If the offensive team fouls behind the end of the run, enforce from the spot of foul.
- F. If the last defensive player between the ball carrier and the goal line commits a foul on the ball carrier, a touchdown shall be awarded.
- G. Any penalty which involves a loss of down and occurs in a play following change of possession shall be enforced from the spot of the foul.
 - 1. The team obtaining possession will have a first down after the penalty is enforced.
- H. A period must be extended by an untimed down, except for unsportsmanlike or nonplayer fouls, if during the last timed down, one of the following occurred:
 - 1. There was a foul by either team and the penalty was accepted.
 - 2. There was a double foul.
 - 3. There was an inadvertent whistle and the down is to be replayed.
- I. Basic Enforcement Spot (BES)
 - 1. If a foul occurs during a down, the basic enforcement spot is fixed by the type of play. There are two types of play:
 - a) If a foul occurs during a running play, the basic enforcement spot is the previous spot.
 - b) If a foul occurs during a running play, the basic enforcement spot is the spot where the related run ends. The run ends where the player loses possession if his run is followed by his fumble or pass. If the runner does not lose possession, his run ends where the ball becomes dead.

XIV. Inadvertent Whistle

- A. The ball is dead and the down is ended when an official sounds his whistle inadvertently.
 - 1. When a penalty is declined for a foul, which occurred during the down, and there is an inadvertent whistle while:

- a) A legal snap or pass is in flight, or during a kick, the down will be replayed.
- b) A player is in possession, the team may choose to accept the play at that point or replay the down.

XV. Rules that apply to Mighty Mites Flag football

- A. Four 8- minute quarters with a 5 minute half time is regulation time
 - 1. No overtime periods
- B. Scores will be kept, but will always remain tied
- C. One coach for offense is permitted on the field at any given time
- D. No kick offs.
 - 1. Play starts at midfield with teams changing sides at the end of every quarter
- E. Defense may not rush until the ball crosses the line of scrimmage
- F. Passing plays are permitted
- G. First down by crossing the 20 yard line
- H. No punting
- I. No conversion attempts



Volleyball

****With the exception of the following modifications, current CIF Rules will govern League play.****

I. Divisions

Boys 7th & 8th Grade

Girls 7th & 8th Grade

Boys 5th & 6th grade

Girls 5th & 6th Grade

II. Playing Court and Equipment

A. Playing Court

1. The playing court dimensions shall be 60' long by 30' wide.
2. An unencumbered area for play of at least 10' should surround the court.
 - a) If less area is available, one foot may cross the server's line when serving.

B. Net Height

1. The height of the net shall be:
 - a) Boys Division 7th & 8th shall be set at seven feet (7 ft.) eight inches (8 in.).
 - b) All Girls Divisions and 5th & 6th grade boys Shall be set at seven feet (7 ft.) four inches (4 in.).

C. Volleyball

1. Rubber, leather or synthetic leather volleyballs may be used
2. The City of Oxnard will provide all warm up balls and the game ball.

D. Athletic shoes must be worn by all participants.

E. Casts (plastic or other hard substance in its final form) may not be worn during the game.

F. Exposed jewelry such as wrist watches, bracelets, large or loop earring, hair accessories, and neck chains may not be worn during the game.

1. Jewelry may not be taped to the body.
2. Medical alert bracelets or necklaces are not considered jewelry, but if worn, must be taped to the body.

G. False nails are not permitted and natural nails must be cut to the length of finger.

H. Uniform tops must all match color schemes and have a number.

I. Uniform bottoms must be shorts and may not have pockets.

1. Tape may be used to close pockets, but must be provided by the team.

III. Players and Substitutions

- A. A team may compete with only five (5) players on the court but must play six (6) if they are on the line up card and present.

B. Minimum play rule

1. In all matches, each player must play in one of the first two games. A starting player must remain in the game until one of the teams scores 11 points.
2. A player who is subbed in at the 11 point mark must play until one of the teams scores 22 points.
3. Once a player has played their minimum time, free substitutions may be used thereafter within the same group of players throughout the game.
 - a) Player groups may be switched for the next game.

C. Rotation of substitutes will be allowed on a side out as the players rotate.

1. The previous right front player goes out and the new player comes into the serve position.
2. Players must rotate in the same order that is listed on the official lineup card.

D. Coaches can make a one on one (1 on 1) substitution.

E. A player who has not previously entered the game may substitute in for any player who has already satisfied the minimum play rule.

F. A re-entering player shall assume the original position in relation to the other teammates in the serving order.

1. Example: #6 is in the game, #3 comes in to replace #6, if #6 re-enters the Game, it must be for #3.

G. A player may be substituted in any time the ball is declared “dead”.

IV. Scoring and timeouts

A. Rally scoring will be used.

B. First team to make twenty-five (25) points (cap) will be declared the winner of the game.

C. Winning two (2) out of three (3) games wins the match.

D. If a third game is played, the first team to reach fifteen (15) points will be the winner.

E. Two (2) time-outs per game.

1. No additional time-outs during an extended game.

V. Game

A. Warm-up time is ten (10) minutes.

1. Both teams will enter court and be granted an eight (8) minute general warm- up
2. After general warm up, both teams will serve for two (2) minutes.

- B. Game time is forfeit time.
 - 1. If a team is not ready to play after warm ups are completed, the match will result in a forfeit.
- C. Coaches shall be seated at all times on the bench except to substitute a player, to request a time out, to react to an understanding play, to replace a disqualified or injured player, to attend to an injured player when beckoned onto the court by an official, or to rise during a time out or intermission between games.
- D. The server shall have ten (10) seconds to serve the ball after the referee's signal to serve.
- E. **Liberos are not permitted**
- F. **Attacking the serve is not permitted**
- G. **All let serves are permitted.**



Girls Intermediate Slow-Pitch Softball Rules

*****With the exception of the following modifications, current SCMAF Rules will govern League play.*****

I. The Field

- A. The distance between bases will be sixty feet (60 ft.).
- B. The pitcher's mound will be forty three feet (43 ft.) from the home plate.
- C. The coaches box will be eight feet (8 ft.) from first and third base and ten feet (10 ft.) wide.

II. Game length and Extra Innings

- A. Seven innings or one hour and 10 minutes.
 - 1. The last inning will begin at the one hour mark and be considered open as indicated by the official.
- B. **In the event of a tied game, one extra inning will be played and considered open.**
 - 1. **The last player out from the previous inning will be placed at second base and the inning will start with one out.**
 - 2. **The player starting on second base may not have a pinch runner until a full at bat is complete.**
 - 3. Game time is forfeit time

III. Players and Substitutions

- A. A team must have eight players to start the game.
 - 1. With consent, the other team can provide a courtesy catcher to return the ball back to the pitcher and may not make any plays.
 - 2. **If they decline, a cleared coach from the fielding team may serve as the courtesy catcher only to return the pitched ball back to the pitcher and may not actively coach or make plays.**
- B. **10 players maximum players on field.**
 - 1. **Teams must submit a lineup card in their desired batting order before every game.**
- C. **All players must field a full inning before being eligible for free substitution.**
- D. Free substitutions
 - 1. **between innings for fielding players.**
 - 2. **Pitchers may be switched during an inning, but must be done between at-bats.**
- E. **Players who are removed from the field due to injury may not re-enter the game.**
- F. **Coaches must remain in the dugout when their team is fielding.**

IV. Equipment

- A. Bats for the game will be provided by the City of Oxnard.
- B. Balls for the game will be provided by the City of Oxnard.
 - 1. Eleven inch ball (11 in.) will be used.
- C. A strike zone mat (34 1/2" x 19") will be used and is aligned with the front edge of Home Plate.
 - 1. The city of Oxnard will provide the mat.
- D. Players may not wear jewelry while playing.
 - 1. **Jewelry may not be taped to the body.**
- E. **False nails are not permitted and natural nails must be cut to the length of finger.**
- F. **Metal cleats are prohibited.**
- G. **Uniform tops must all match color scheme and include numbers.**
 - 1. **If tape is needed to alter jersey numbers, the City of Oxnard will not provide the tape.**

V. Batting

- A. Three Strike Rule
 - 1. After two strikes, the ball must be fair.
- B. No throwing of bats.
 - 1. After the first warning, the batter will be declared out.
- C. **Half swings count as a strike.**
- D. **Players at-bat must follow the presubmitted lineup.**
- E. **All players on the line up card must bat during the entirety of the game.**
- F. **no bunting permitted based on the judgment of the umpire**
- G. Maximum five runs per inning.

VI. Pitching

- A. **The ball must be pitched in an arch shape where the highest point can only be 12' and the minimum is over the batter's head.**
- B. An illegal pitch will be called (verbally to at least the batter) by the umpire when the pitch is either too high or too low.
 - 1. **If a batter attempts to hit an illegal pitch, on contact that ball will be considered live.**
 - a) **On a miss or foul ball, that will be called a strike.**

VII. Base Running and Fielding

- A. A base runner can lead off the base on the pitcher's release of the ball
 - 1. If the base runner is off the base prior to the release of the ball, the ball is dead and the runner will be declared out
- B. No Base Stealing
- C. Two courtesy runners are permitted per inning.
 - 1. The same runner can only run once per inning.
- D. The base runner is out if on any play, the ball beats the runner back to the base occupied prior to the attempted play (**force out**).
 - 1. **If a runner is not forced to advance, they must be tagged out.**
- E. Runners must allow the fielder to field the ball without interfering on any play **and vice versa a fielder must allow a runner to run without interference on any play.**
 - 1. Interference may be physical, distractionary, and or verbal **at the discretion of the umpire.**
- F. Double Base
 - 1. On any initial play at first base, the batted runner must make contact with the ORANGE BASE.
 - 2. The defensive person must use the WHITE BASE to put out the batter runner.
 - 3. The batter runner will be called out if she makes contact with the white base and not the orange base during a play at first base.
 - a) This play may not be appealed.
- G. Home Plate
 - 1. A defensive player making a play at Home Plate is allowed to complete the force-out play by touching ANY portion of the strike mat to force any runner out.
- H. Scoring Plate
 - 1. A second home plate is used for score runs.
 - 2. A runner is out if she touches the regular home plate.
 - 3. All outs at home plate are force-outs
 - a) Fielders cannot tag a runner out at home plate.
- I. **Sliding is permitted, except at first base.**
- J. All defensive players must allow the runner to cut inside each base and not make contact without the ball.
- K. Infield Fly Rule
 - 1. With less than two outs and runners on all bases, or first and second, if the batter hits a pop-up **around the infield** that can be caught by any fielder with reasonable effort, the batter will be called out
 - 2. The call will be made at the discretion of the umpire.

VIII. Unsportsmanlike Conduct

- A. Swearing, obscene language or actions either on or off the playing field by the players, coaches, or spectators, will not be tolerated.
- B. No player may show baiting or taunting acts or words, which engenders ill will or any delayed, excessive or prolonged act by which a player attempts to focus attention upon himself.



7-ON-7 SOCCER RULES OF PLAY

****With the exception of the following modifications, current SCMAF Rules will govern League play.****

I. The Game

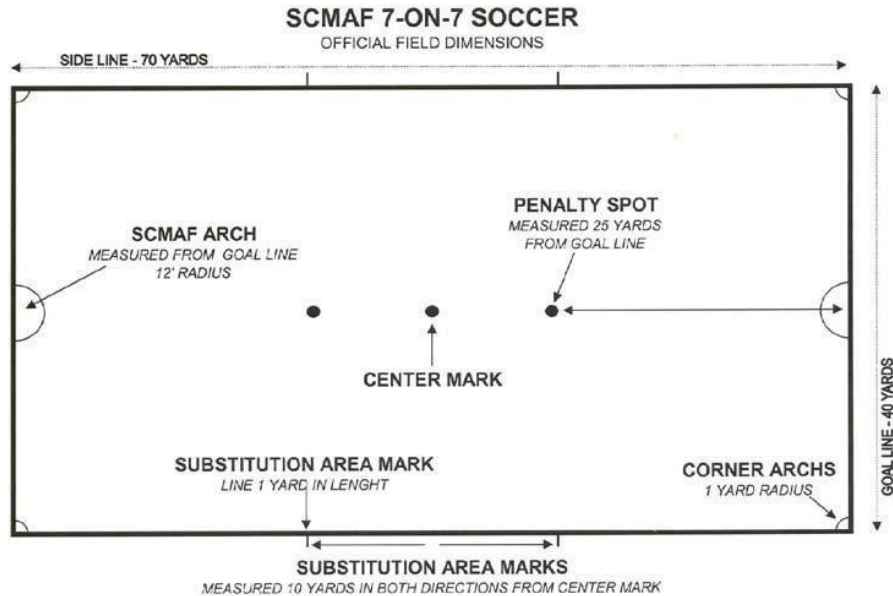
- A. The home team shall be decided by a coin flip in which the winner will either choose to receive the ball to start the game or choose to defend a particular goal.
- B. A regulation game shall consist of two (2) twenty minute (20) halves, with stoppage at the (10) ten- minute mark of each half for substitutions.
- C. Half time for all games will be (5) five-minutes.
- D. **OVERTIME** In lieu of extra minutes, penalty shots will be used to determine the winner of a game.

II. Forfeited and Suspended Games

- A. will be declared by the referee in favor of the team not at fault in the following cases:
 - 1. If a team fails to appear upon the field, or being upon the field.
 - 2. A team refusing to begin a game at the scheduled time.
 - 3. If, after the game has begun, one side refuses to continue play, unless the game has been suspended or terminated by the referee.
 - a) If, after play has been suspended by the referee, one side fails to resume playing within two minutes after the referee has blown his whistle to resume play.
 - 4. If, after warning by the referee, any one of the rules of the game is willfully violated.
 - 5. If the order for removal of a player, **coach, and/or spectator** is not obeyed.
 - 6. The referee has the authority to forfeit a game when they feel the situation is such that physical harm may come to **themselves, staff, players, coaches, and/or spectators.**
- B. Penalties for a forfeited match will be assessed in the following manner:
 - 1. **The score of a forfeited game shall be 3-0 toward the standings, if the forfeit is issued prior to the start of the match.**
 - 2. **If a forfeit is issued after play has begun and the forfeiting team has the lesser score, that score will remain as the official score for the standings.**
 - a) **If the forfeiting team is ahead, the score will be recorded as 3-0 in favor of the team not forfeiting.**
 - 3. In case of a double forfeit, both teams will receive a score of zero for the standings.

- C. Suspended Games shall be rescheduled to a future date from the exact point of suspension of the original game.

III. The Field



- A. The recommended playing field is the area in which the ball may be legally played.
- B. The field shall have a clear and unobstructed area of which the length (sideline or touchline) is 70 yards and the width (goal line) is 40 yards.
 1. Field dimensions may be altered but must be rectangular in shape.
- C. Lines of the field of play **will be painted**.
- D. The SCMAF Arch will be a 12' radius measured from the center of the goal line.
- E. The Center Mark will be located directly in the center of the field.
 1. **The spot will be painted and will** be at least 1 foot in diameter.
- F. The Corner Arch will be painted in a quarter circle with a 1 yard radius.
- G. The Penalty Spots will be located directly in the center of the field, exactly 25 yards from the goal line, and centered between the post of each goal.
 1. The spot will be painted and will be at least 1 foot in diameter.
- H. The official goal size is 6' x 8'

IV. TEAMS, ROSTERS AND SUBSTITUTES

- A. The game is played with two teams of seven (7) players on each team on field.

1. The minimum number of players needed to start and finish a game is five (5).
- B. Each player present must play one (1) full quarter of ten (10) minutes.
- C. Each team shall be allowed a maximum of **fifteen (15)** players on its team roster.
- D. Substitutes may enter the game on a dead ball, the referee will stop play at the ten minute mark of each half to allow for substitution. The referee can stop play and approve a substitute (injury to a player).
 1. **Players who have not satisfied their minimum playing time must check-in.**
 2. **Players who have already satisfied their minimum playing time are eligible for free substitutions and are not required to check in.**

V. EQUIPMENT

- A. Shoes must be worn by all participants.
 1. rubber cleats, turf shoes, or tennis shoes are recommended.
 2. Metal cleats are prohibited.
- B. Shin Guards must be worn by all players and be made of rubber, plastic, or similar material.
 1. Shin guards must be worn so they are covered entirely by socks in order to provide a reasonable degree of protection.
- C. Casts (plastic or other hard substance in its final form) may not be worn during the game.
- D. Exposed jewelry such as wrist watches, bracelets, large or loop earring, hair accessories, and neck chains may not be worn during the game and may not be taped to the body.
- E. **False nails are not permitted and natural nails must be cut to the length of finger.**
- F. Medical alert bracelets or necklaces are not considered jewelry, but if worn, must be taped to the body.
- G. Penalty for use of illegal equipment is being prohibited from entering the game and/or removal from the game. A yellow card may be issued to the player in violation.

VI. RULES, FOULS, FREE KICKS AND THROW-INS

- A. Traditional soccer rules will govern play in SCMAF/ City of Oxnard 7-ON-7 Soccer with exceptions for these specialized rules listed herein.
- B. Dangerous Play
 1. Is defined as an act, in which a referee considers likely to cause injury to any player.

2. This includes playing in such a manner which could cause injury to self or another player (opponent or teammate).
 3. Penalty shall be an indirect free kick.
- C. Holding, pushing
1. A player shall not hold or push an opponent with the hand(s) or arm(s) extended from the body.
 2. Penalty shall be an indirect free kick.
- D. Charging
1. A player shall be penalized for charging an opponent in a dangerous or reckless manner, and/or using excessive force.
 2. An allowable fair charge is where players make shoulder to shoulder contact in an upright position, within playing distance of the ball, have at least one foot on the ground and their arms held close to their body.
 3. Penalty shall be an indirect free kick and the option of the referee to issue a card (yellow or red) based on the severity of the infraction.
- E. Spitting, kicking, striking, and tripping
1. A player shall not spit, kick, strike, attempt to kick, or strike an opponent.
 2. Penalty shall be an indirect free kick and the option of the referee to issue a card (yellow or red) based on the severity of the infraction.
- F. Yellow cards
1. May be given to a player for the following offenses:
 - a) A player is guilty of unsportsmanlike behavior either verbally or by action.
 - b) A player is guilty of purposely delaying the game.
 - c) A player continually violates the rules of the game.
 - d) A player deliberately uses their hands in the field of play **to stop a promising attack.**
(1) Depending on the context, may warrant a red card
 2. Red Cards
 - a) are automatic ejections.
 - b) Any player receiving a red card must leave the field, but must remain in the technical area.
 - c) **A coach who receives a red card must leave the field/facility and adhere to the City's policy of being "out of sound, out of sight".**
 - d) **In the event a head coach is ejected, the assistant coach may take over to coach the team.**
 - e) A red card may be given to a player for the following offenses:
 - (1) A player is guilty of violent conduct, including but not limited to fighting and/or spitting.

(2) A player is guilty of intent to injure another player and/or serious foul play.

(3) A player is guilty of vulgar and/or offensive language or gestures towards players, referees, coaches or spectators.

(4) A player receives a second yellow card.

G. Slide Tackling

1. As well as playing the ball from the ground is prohibited.
2. Penalty for Violation will result in an indirect free kick.
3. If the slide tackle was intentionally to injure another player, the referee may issue a yellow card or red card for dangerous foul play.

H. Offsides

1. there will be no offside rule in 7-on-7 soccer.

I. Hand ball

1. A player shall be penalized for deliberately handling, carrying, striking or propelling the ball with a hand or arm.
2. Penalty shall be an Indirect free kick and the referee has the option of issuing a yellow card if the action is deemed unsportsmanlike.
3. A deliberate handball that disallows an obvious goal will result in a red card and penalty kick.

J. Obstruction

1. Is defined as the deliberate act by a player, not in possession of the ball and/or not attempting to play the ball, running between an opponent and the ball, or using the body as an obstacle.
2. Penalty shall be an indirect free kick.

K. Out of play

1. The ball is considered out of play when it has entirely crossed the end line, sideline, goal line on the ground or in the air or has completely stopped within the boundaries of the goal arch.
2. The ball is considered in play at all other times.

L. SCMAF Arch violations

1. Field players may act as goalies. However, hands are not allowed and players may not touch (feet, hands or other body part) the ball on/in the plane of the SCMAF ARCH (semi circle marked in front of each goal).
2. If a defensive player violates this rule, the offensive team will be awarded a penalty shot.
3. If an offensive player violates this rule, the defense will be awarded a goal kick.
4. Players may stand or run through the goal arch with no penalty.

- a) A penalty is only assessed when a player touches a ball that is entirely within the goal arch or when a player touches the ball when any part of his body is in the SCMAF ARCH.
5. A ball that comes to a complete stop within the SCMAF arch, the official will stop play and the defending team will be awarded a goal kick.



M. Indirect free kicks

1. Will be awarded for all fouls, handballs, kick offs, goal kicks, corner kicks and must touch at least two (2) players before a goal can be scored.
2. Defenders must retain a distance of five (5) yards on all direct free kicks.
 - a) Exception: If the kick is less than five (5) yards from the goal arch, the spot of the ball will be placed five (5) yards from the arch by the referee.

N. Goal kicks

1. are indirect free kicks and may be taken from any part on or within the SCMAF Arch. All defenders must retain a five (5) yard distance prior to the kick.
2. Goal kicks are awarded when a ball passes over the end line on the ground or in the air as a result of the offensive team or **if the ball comes to a complete stop within the SCMAF Arch.**
3. Penalties for illegal goal kick procedures
 - a) The kicker may not touch the ball a second time after the initial kick until another player on the field touches the ball.
 - (1) Penalty for violation shall be an indirect kick awarded to the other team at the spot of the second touch, **unless the violation occurred within five (5) yards of the SCMAF Arch.**
4. The defense must retain a five (5) yard distance on all goal kicks.
 - a) Penalty for Violation shall be the kick is re-taken.

O. Corner kicks

1. are indirect free kicks and must be taken from inside the corner arch at the nearest corner flag post.
2. Defenders must retain a five (5) yard distance from the ball prior to the kick.
3. Corner kicks are awarded when the ball passes over the end line on the ground or in the air as a result of the defensive team.
4. Penalties for Illegal Corner Kick Procedures
 - a) The kicker may not touch the ball a second time after the initial kick until another player on the field touches the ball.
 - (1) Penalties for Violation shall be an indirect free kick awarded to the team at the spot of the second touch, **unless the violation occurred within 5 yards of the SCMAF Arch.**
 - b) The defense must retain a five (5) yard distance on corner kicks.
 - (1) Penalty for Violation shall be the kick is re-taken.


VII. PENALTY KICKS

- A. Will be awarded for goal arch violations. Penalty kicks will be taken from the twenty five (25) yard mark. The ball must be positioned on a portion of the marked penalty spot.
- B. The kick will only be considered dead if it comes to a complete stop within the goal arch.
 1. In all other circumstances, all kicks must be taken forward and will be considered a live ball.
- C. Penalty shot procedure to determine a winner of a game
 1. Under this scenario, five (5) players will be selected by each team to take a penalty shot from twenty five (25) yards.
 2. A coin flip will determine which team will kick first or second.
 3. If at the conclusion of the penalty shots the game is still tied, a new set of kickers will participate in a sudden death round of penalty kicks.
 4. A kicker may not attempt a second penalty shot until every player on the roster has taken their first penalty shot.
 5. Should an injury occur during penalty kicks, a substitute will not be permitted.
- D. Drop Ball is a way of restarting the match after a temporary delay while the ball is in the field of play for any reason not covered.
 1. A drop ball situation would be defined by an interference of play by an outside source where a team receives an advantage they would not have otherwise received.
- E. Throw-ins

1. Are awarded when the entire ball crosses over the sideline.
2. A goal cannot be scored directly from a throw-in.
3. To execute a proper throw-in, a player must:
 - a) Use both hands to deliver the ball from behind his head to over his head.
 - b) Face the field and keep both feet on the ground behind or on the sideline.
4. Penalties for Illegal Throw-In Procedures
 - a) A player must use the proper motion to execute a throw-in.
 - (1) Penalty shall be a throw-in awarded to the opposing team at the same spot.
 - b) A player cannot touch the ball again until another player has touched the ball.
 - (1) Penalty shall be an indirect free kick awarded from the place where the penalty occurred.
 - c) A player cannot intentionally block or interfere with the thrower's motion.
 - (1) Penalty shall be a throw-in retaken and the referee may issue a yellow card if he feels the action was deliberate and unsportsmanlike.

Appendix

Appendix I- YOUTH SPORTS LEAGUE REGISTRATION INFORMATION



City of Oxnard Recreation & Community Services
YOUTH SPORTS LEAGUE REGISTRATION INFORMATION

PLEASE PRINT OR TYPE LEGIBLY. FORM MUST BE COMPLETED BEFORE IT WILL BE ACCEPTED. LIMIT: ONE TEAM PER FORM.

School/Team Name: _____		School Phone: _____	
Coach Name: _____		Coach's Phone: _____	
Coach Email Address		Asst. Coach Email Address	
Asst. Coach Name: _____		AC Phone: _____	

LEAGUE REQUESTED: (Select One in Each Column) <table style="width: 100%; font-size: small;"> <tr> <td style="width: 50%;"><i>Column A</i></td> <td style="width: 50%;"><i>Column B</i></td> </tr> <tr> <td><input type="checkbox"/> Flag Football</td> <td><input type="checkbox"/> Girls</td> </tr> <tr> <td><input type="checkbox"/> Volleyball</td> <td><input type="checkbox"/> Boys</td> </tr> <tr> <td><input type="checkbox"/> 7 on 7 Soccer</td> <td><input type="checkbox"/> Coed</td> </tr> <tr> <td><input type="checkbox"/> Girls Slow Pitch Softball</td> <td></td> </tr> <tr> <td><input type="checkbox"/> Basketball</td> <td></td> </tr> </table>	<i>Column A</i>	<i>Column B</i>	<input type="checkbox"/> Flag Football	<input type="checkbox"/> Girls	<input type="checkbox"/> Volleyball	<input type="checkbox"/> Boys	<input type="checkbox"/> 7 on 7 Soccer	<input type="checkbox"/> Coed	<input type="checkbox"/> Girls Slow Pitch Softball		<input type="checkbox"/> Basketball		DIVISION REQUESTED: (Select ONE: One team per form) <table style="width: 100%; font-size: small;"> <tr> <td><input type="checkbox"/> Mighty Mights</td> <td><input type="checkbox"/> 6th</td> </tr> <tr> <td><input type="checkbox"/> 2nd</td> <td><input type="checkbox"/> 7th & 8th</td> </tr> <tr> <td><input type="checkbox"/> 3rd & 4th</td> <td></td> </tr> <tr> <td><input type="checkbox"/> 5th</td> <td></td> </tr> </table> <p style="text-align: center; font-size: x-small;">For boys basketball 7th & 8th (Circle One)</p> <p style="text-align: center; font-size: x-small;">A B C</p>	<input type="checkbox"/> Mighty Mights	<input type="checkbox"/> 6th	<input type="checkbox"/> 2 nd	<input type="checkbox"/> 7 th & 8 th	<input type="checkbox"/> 3rd & 4th		<input type="checkbox"/> 5th	
<i>Column A</i>	<i>Column B</i>																				
<input type="checkbox"/> Flag Football	<input type="checkbox"/> Girls																				
<input type="checkbox"/> Volleyball	<input type="checkbox"/> Boys																				
<input type="checkbox"/> 7 on 7 Soccer	<input type="checkbox"/> Coed																				
<input type="checkbox"/> Girls Slow Pitch Softball																					
<input type="checkbox"/> Basketball																					
<input type="checkbox"/> Mighty Mights	<input type="checkbox"/> 6th																				
<input type="checkbox"/> 2 nd	<input type="checkbox"/> 7 th & 8 th																				
<input type="checkbox"/> 3rd & 4th																					
<input type="checkbox"/> 5th																					

YOUTH SPORTS LEAGUE FEES		
Oxnard-Based Teams: \$300	<i>Mighty Mights:</i>	<i>Rotary Tournament: \$90 / league team</i>
Non-Oxnard Teams: \$400	\$50 per player + \$5 non-resident fee	\$180 / non-league team

GAME/BYE REQUESTS	List all game schedule and bye requests. No requests are guaranteed, but all timely submissions will be considered.
-------------------	---

By signing and submitting this form, I assume responsibility for timely submission of all required forms and acknowledge the non-refundable 33% (1/3) late drop fee should this team drop after the schedule is published.

Signature _____ Date _____

Circle One: Coach / Athletic Director / Administrator / ASES Coor

***** OFFICE USE ONLY *****

Amount Due: \$ _____	Date Received: _____
Amount Received: \$ _____	Registration Entry Date: _____
Type of Payment: <input type="checkbox"/> Cash	Registration Entered By: _____
<input type="checkbox"/> Check	
<input type="checkbox"/> Credit Card	

Additional Notes:

Appendix II- YOUTH SPORTS ROSTER



City of Oxnard Recreation & Community Services

YOUTH SPORTS ROSTER

Team Name: _____ Sport League: _____ Division: _____

The following roster designates the names of the players representing the _____ team requesting entry into the league/tournament requested above, sponsored by the City of Oxnard Recreation/ Youth Development Services Program. As the team manager and assistant we hereby verify that all players on this team are eligible to participate in league/tournament play, are aware of the rules, and other specific information regarding the manner in which the league/ tournament is to be conducted and fulfill the requirements formulated by the organizers of this tournament.

We accept responsibility for supervising the conduct of all players listed on this roster while participating in this league/ tournament, and we as a team will strive to promote fair play and good sportsmanship for the betterment of the league/ tournament.

Manager's Signature

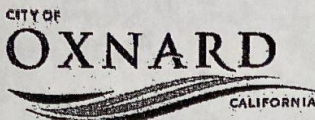
Date

Assistant Manager's Signature

Date

	Participant's Name	School	Grade	Date of Birth	Phone Number
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					

Appendix III- MINOR RELEASE FORM



PLEASE USE INK, NO PENCILS

**City of Oxnard Recreation & Community Services
Minor Release Form and Consent to Treatment**

CHILD'S NAME: _____ AGE: _____ D.O.B. _____
(First) (Last)
 NAME OF PARENT/GUARDIAN: _____
 ADDRESS: _____
 HOME PHONE: () _____ BUSINESS PHONE: () _____
 E-MAIL: _____ ACTIVITY: _____
 SCHOOL: _____ TEAM: _____

I, the undersigned, hereby give permission for the aboved named minor in my custody to participate in the above described activity ("the activity") and hereby waive, release and discharge any and all claims or rights to claims for damages for death, personal injury or property damage, which I may have or hereafter accrue to me, as a result of said minor's participation in said activity. This release is intended to discharge in advance the promoters, sponsors, the officials, and any involved municipalities or other public entities and their respective agents and employees, from and against any and all liability may arising out of or connected in any way with said minors participation in said activity, even though that liability may arise out of negligence or carelessness on the part of the persons or entities mentioned above.

I further understand that serious accidents occasionally during the said activity, and that participants in such activity occasionally sustain mortal or serious personal injuries and/or property damage as a result thereof. Knowing the risks of said activity, nevertheless, on behalf of said minor child, I hereby agree to assume those risks and to release and hold harmless all of the persons or entities mentioned above who, through negligence or carelessness might, otherwise be liable to me, or my heirs or assigns for damages.

It is further understood and agreed that this waiver, release and assumption of risk to be binding on my heirs and assignees. I also agree that photographs, pictures, slides, movies, & videos of the minor may be taken in connection with the minor's participation in this activity or event without compensation from the City of Oxnard, California, permittee/sponsor and consent to the use of these photographs, pictures, slides, movies, & videos for any legal purpose.

I agree to accept and abide by the rules and regulations of the City of Oxnard Recreation and Community Services Department.

DATE

SIGNATURE OF PARENT OR GUARDIAN

CONSENT TO TREATMENT OF MINOR

In the event of sudden illness, accident or injury which may occur while said minor is engaged in activity supervised by the City of Oxnard Recreation and Community Services Department and their representatives, agents or assignees, when in neither the parents, guardian or designated family physician can be contacted, I hereby give my consent pursuant to California Civil Code Number 25.8 for emergency treatment as shall be necessary under the circumstances by any physician licensed under the laws of the State of California.

DATE

SIGNATURE OF PARENT OR GUARDIAN

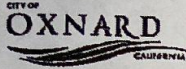
Family Physician: _____
 Telephone: _____
 Insurance Co.: _____ Type of Coverage: _____
 Pertinent Medical History Information (EPILEPSY, DIABETES, ALLERGIES, ETC.) _____

EMERGENCY CONTACT: NAME: _____ PHONE: _____

(OTHER THAN PARENTS) NAME: _____ PHONE: _____

TURN PAGE OVER →

Appendix IV- WAIVER FOR COMMUNICABLE DISEASES



WAIVER/RELEASE FOR COMMUNICABLE DISEASES INCLUDING COVID-19

ASSUMPTION OF RISK / WAIVER OF LIABILITY / INDEMNIFICATION AGREEMENT

In consideration of being allowed to participate in the Activity described in the *Minor Form and Consent to Medical Treatment Form*, accompanying this form, the undersigned acknowledges, appreciates, and agrees that:

1. Participation includes possible exposure to and illness from infectious diseases including but not limited to MRSA, influenza, and COVID-19. While particular rules and personal discipline may reduce this risk, the risk of serious illness and death does exist; and,
2. I KNOWINGLY AND FREELY ASSUME ALL SUCH RISKS, both known and unknown, EVEN IF ARISING FROM THE NEGLIGENCE OF THE RELEASEES or others, and assume full responsibility for my participation; and,
3. I willingly agree to comply with the stated and customary terms and conditions for participation as regards protection against infectious diseases. If, however, I observe any unusual or significant hazard during my presence or participation, I will remove myself from participation and bring such to the attention of the nearest official immediately; and,
4. I, for myself and on behalf of my heirs, assigns, personal representatives and next of kin, HEREBY RELEASE AND HOLD HARMLESS the City of Oxnard, their officers, officials, agents, and/or employees, other participants, sponsoring agencies, sponsors, advertisers, and if applicable, owners and lessors of premises used to conduct the Activity ("RELEASEES"), WITH RESPECT TO ANY AND ALL ILLNESS, DISABILITY, DEATH, or loss or damage to person or property, WHETHER ARISING FROM THE NEGLIGENCE OF RELEASEES OR OTHERWISE, to the fullest extent permitted by law.

I HAVE READ THIS RELEASE OF LIABILITY AND ASSUMPTION OF RISK AGREEMENT, FULLY UNDERSTAND ITS TERMS, UNDERSTAND THAT I HAVE GIVEN UP SUBSTANTIAL RIGHTS BY SIGNING IT, AND SIGN IF FREELY AND VOLUNTARILY WITHOUT ANY INDUCEMENT.

FOR PARTICIPANTS OF MINORITY AGE (UNDER AGE 18 AT THE TIME OF REGISTRATION)

This is to certify that I, as parent/guardian, with legal responsibility for this participant, have read and explained the provisions in this waiver/release to my child/ward including the risks of presence and participation and his/her personal responsibilities for adhering to the rules and regulations for protection against communicable diseases. Furthermore, my child/ward understands and accepts these risks and responsibilities. I for myself, my spouse, and child/ward do consent and agree to his/her release provided above for all the Releasees and myself, my spouse, and child/ward do release and agree to indemnify and hold harmless the Releasees for any and all liabilities incident to my minor child's/ward's presence or participation in these activities as provided above, EVEN IF ARISING FROM THEIR NEGLIGENCE, to the fullest extent provided by law.

Name of parent/guardian: _____

Parent guardian/signature: _____

Date signed: _____

Appendix V- CODE OF CONDUCT



City of Oxnard Recreation & Community Services CODE OF CONDUCT

MISSION:

City of Oxnard Recreation and Community Services strives to enrich the quality of life for people of all ages by providing safe, positive and active opportunities within our community that embrace diversity and promote social connections, wellness, civic pride, and life-long learning.

PURPOSE:

To help ensure participant satisfaction and safety, the City requests participants and staff to follow a common set of rules for courteous behavior. Upon signing this Code of Conduct, participants acknowledge they have read and agreed with the code of conduct, posted rules and acknowledge the consequences should they not be complied with.

CODE OF CONDUCT:

Spectators, parents / guardians and participants are asked to please observe the following:

- Respect the rights and privileges of all persons at all times.
- In case of emergency, dial 911.
- Comply with requests from officials, staff and program facilitators / instructors.
- Comply with any rules of the program, event, class or activity and the rules of the facility where the program, event, class or activity is being conducted.
- Refrain from conduct that disrupts or obstructs any program, event, class or activity. This includes disrespectful and argumentative behavior towards others.
- Refrain from any lewd, obscene or indecent conduct or expression, including profanity, harassment, discrimination, bullying, threats or offensive remarks.
- Refrain from any action which in the judgement of any staff, instructor or facilitator, constitutes an attempt to inflict, or actually inflicts, injury to other participants and / or staff.
- Children not participating in the scheduled program, event, class or activity must be accompanied by a non-participating adult.
- Destruction or damage to a City of Oxnard facility or one of its facility partners or theft of any property is not acceptable. Anything found at the facility that does not belong to you, should be left where it is unless you have been told by staff, instructor or facilitator to take it.
- Smoking & vaping are not permitted at any City facility or property per City Ordinance No. 2908.
- Possession or use of a weapon or explosive devices is not allowed.
- Selling, possessing or use of illegal drugs, alcohol or marijuana is not allowed. *(Alcohol is only permitted when included in a rental agreement and provided by a licensed and approved caterer. All rental agreement rules and local, state and federal laws must be adhered to).*

ENFORCEMENT:

The above code of conduct will be enforced by the City of Oxnard staff, instructors and facilitators whose authority shall prevail in all cases. The following program of corrective actions will be in effect for repeat or habitual offenders:

- Violations of the code that do not constitute an immediate and apparent threat to the safety of others or their property will result in all or some of the following actions including, but not limited to:
 - A verbal warning
 - A suspension of the right to participate in the activity for a period of time
 - A permanent suspension from the program for failure to correct behavior for repeat violations of this code.

- Violations of the code that are deemed to constitute an immediate or implied threat to the safety of others or their property may result in:
 - A one month suspension
 - A sixth month suspension
 - A permanent suspension from the program

Any conduct staff, instructors or facilitators feel / suspect is illegal will be reported to the Oxnard Police Department immediately.

The circumstances and severity of the incident as determined by the Department Director or designee will determine the length of the suspension. Participants may contact the Department Director to appeal any and all suspensions.

Please help ensure a safe, fun and healthy environment for everyone!
City of Oxnard Recreation & Community Services
805-385-7995 www.oxnardrec.org

Participant Name (Print)	Participant Signature	Date
--------------------------	-----------------------	------

I have read and reviewed the Code of Conduct rules with my child. I understand and agree to support the City of Oxnard in enforcing these rules.

*Parent / Guardian Name (Print)	*Parent / Guardian Signature	Date
---------------------------------	------------------------------	------

*Parent / Guardian signature needed if participant is under 18 years of age.
 *In addition to the Code of Conduct all participants must sign the **Release of Liability** waiver provided by the program facilitator / instructor. For drop-in programs, participants must sign the waiver at the start of each class each day / time the activity is conducted.

Updated 02/13/2017

Appendix V- ADD/ DROP FORM

City of Oxnard Recreation and Community Services
Youth Sports Add / Drop Form

Sport:
(Check one) **Flag Football**____ **Volleyball**____ **Basketball**____
Softball____

Division:
(Check one) **Girls A**____ **B**____ **C**____
I____ **II**____ **III**____ **IV**____
Boys A____ **B**____ **C**____
D____ **E**____ **F**____
Coed____

Team Name: _____
Team Manager: _____ **Phone:** () _____

I wish to add the following player(s):
Note: All required paperwork must accompany each add (ie. Minor Release Form, etc.)

	Player Name	Grade	Date of Birth
1.	_____	_____	_____
2.	_____	_____	_____
3.	_____	_____	_____
4.	_____	_____	_____

I wish to drop the following player(s):

	Player Name	Grade	Date of Birth
1.	_____	_____	_____
2.	_____	_____	_____
3.	_____	_____	_____
4.	_____	_____	_____

Team Managers Signature: _____ **Date:** _____

Youth Sports Sportsmanship Program

Updated:

2019

This document includes instructions and guidelines for the City of Oxnard Recreation & Community Services Youth Sports Program's Sportsmanship Program. Please use this resource as a guide to understanding both expectations and accountability for schools, organizations, and teams participating in Oxnard Recreation Youth Sports.

**Sportsmanship
Scoring
System Rules
& Policies**

**City of Oxnard Recreation & Community Services Youth Sports Program
Sportsmanship Scoring System Rules and Policies**

Updated: 2019-06-27

A maximum of 10 points will be awarded to each team, based on receiving 2 points in each of the five categories listed below. The criteria for deducting points in each category are described in the details that follow. Based on a starting position of 10 points at the beginning of each game, the final sportsmanship points are determined by the Referee, based on his or her interpretation of the guidelines set forth in this document, with the guidance of the Assistant Referee and Officiating Staff. Members of the Youth Sports Staff Leadership may also deduct sportsmanship points as necessary. NOTE: Explanations for all deducted sportsmanship points must be included on each game card by Officiating Team, except if deducted by Youth Sports Staff Leadership.

Point deductions made without written explanation are null and void. Explanations must be included for each deduction to be valid. Points are not to be deducted for reasons other than those listed here.

Categories:

- 1. Player Cooperation
- 2. Uniform Compliance
- 3. Coach Cooperation
- 4. Spectator Cooperation
- 5. Courtesy to Officials

Sportsmanship Points Impact on City League Games:

Teams must earn a minimum of **60%** of potential sportsmanship points possible for scheduled regular season games to advance into post-season play and maintain win/loss ranking. All teams earning 59% or less of their regular season's potential points will be penalized accordingly. Teams not earning a minimum of 35% of their season's potential points also put their school/organization in jeopardy of penalty.

Example: If a team plays eight regular season games, then their highest possible point total is **80**. Below is a sample of the total points earned and the designated penalty for poor sportsmanship.

Percentage of Total Possible	Minimum Points Needed to Qualify <i>Example: Out of 80</i>	Poor Sportsmanship Penalty
60%+	48 (6 pt avg per game)	Team in good standing & eligible to advance at regular season ranking – No Penalty
59 – 50%	40 (5 apg)	A. Team drops one rank
49 – 45%	36 (4.5 apg)	B. Team drops two ranks + may not play for 2 nd or 1 st Place
44 – 40%	32 (4 apg)	C. Team may not advance into post season play
39 – 30%	24 (3 apg)	D. Team may not advance + School loses priority registration
29 – 0%	23 (less than 3 apg)	E. Team may not advance + School suspended from next season

SPORTSMANSHIP CATEGORIES

'Officiating Team' refers to all referees, scorekeepers, or facility monitors assigned to that game/match. Final decision on points lost is made by the head official and/or Youth Sports Staff leadership on site during the game/match.

1. PLAYER COOPERATION (with players, coaches, and spectators of either team)

❖ 2 points are awarded, if, in the opinion of the Officiating Team...

- No offensive, abusive, or insulting language or gesture(s) is used (in the opinion of any member the officiating team) by a player towards a coach or spectator of either team. (Personal fouls will be used to address the use of offensive, abusive, or insulting language towards others players of either team.)
- No flagrant or technical fouls
- All players participate in the end of match handshake with players of the opposing team

❖ 1 point removed for each of the following...

- Each occurrence of offensive, abusive, or insulting language or gesture used (in the opinion of any member of the referee team) by a player towards a coach or spectator of either team. (Personal fouls will be used to address the use of offensive, abusive, or insulting language or gestures towards players of either team.)
- For every player who does not participate in the end of match handshake with players of the opposing team
- Each technical or flagrant foul

2. UNIFORM COMPLIANCE

❖ 2 points are awarded, if, in the opinion of the Officiating Team...

- All players are dressed in appropriate uniforms and equipment

❖ 1 point removed for each of the following...

- Each player not dressed in approved team uniform and equipment, with the exception of the use of "pennies" or borrowed jerseys requested by Officials
- Players persistently refuse to keep shirts tucked in, shorts worn appropriately, or remove prohibited clothing/jewelry
- For each player needing pockets to be taped down and coach has not provided tape to do so (*Flag Football only*)

3. COACH COOPERATION (with players, coaches, and spectators of either team)

❖ 2 points are awarded, if, in the opinion of the Officiating Team...

- No offensive, abusive, or insulting language or gesture(s) is used (in the opinion of any member the officiating team) by a coach or assistant coach towards a player, coach, assistant coach, or spectator of either team
- Coach and assistant coach participate in end of match handshake with opposing team and coaches
- Coach or assistant coach do not enter field of play without invitation by referee
- Coach or assistant coach do not receive any flagrant or technical fouls
- Coach or assistant coach are not removed from team sideline/dugout by Referee/Umpire
- Coach and assistant coach remain within the technical area
- No delay of game is used by coach/es at restarts

❖ 1 point removed for each of the following...

- Each occurrence of offensive, abusive, or insulting language or gesture used (in the opinion of any officiating team member) by a coach/assistant coach towards any player, coach, or
- Coach or assistant coach do not participate in the end of match handshake with opposing team and coach
- Coach or assistant coach enters the field of play without invitation by Referee/Umpire
- Each flagrant or technical foul received by head coach or assistant coach
- Coach or assistant coach removed from team sideline/dugout by Referee/Umpire
- Coach or assistant coach is persistently outside the technical area
- Persistent delay of game by coach/es at restarts

4. SPECTATOR COOPERATION (with players, coaches, and spectators of either team)

❖ **2 points are awarded, if, in the opinion of the Officiating Team...**

- No offensive, abusive, or insulting language or gesture(s) is used (in the opinion of any member of the officiating team) by a spectator towards players, coaches, or spectators of either team

❖ **1 point removed for each of the following...**

- Each occurrence of offensive, abusive, or insulting language or gesture used (in the opinion any member of the officiating team) by a spectator towards players, coaches, and spectators of either team
- Spectator(s) is sent off by a member of the Officiating Team
- Spectators "coach" team from opponent's sideline or either goal line
- Spectators use artificial noise makers (air horn, bull horn, etc.)
- Spectators intentional making of noise/distraction during penalty/free-throw point attempts
- Spectators causing unauthorized objects to enter the field of play
- Spectators intentionally decline to move to their designated side of the field/court during the match

5. COURTESY TO THE OFFICIALS (by players, coaches, and spectators of either team)

❖ **2 points are awarded, if, in the opinion of the Officiating Team...**

- No offensive, abusive, or insulting language or gesture(s) is used (in the opinion of any member of the officiating team) by a player, coach or assistant coach, or spectator towards any member of the officiating team during, before or after the match
- All players participate in the end of match handshake with each referee

❖ **1 point removed for each of the following...**

- Each occurrence of offensive, abusive, or insulting language or gesture used (in the opinion of any member of the referee team) is used by coaches, players, or spectator towards any member of the referee team
- For every player who does not participate in the end of match handshake with each member of the referee team
- Coach does not participate in the end of match handshake with each member of the referee team
- Coaches or spectators express repeated disagreement towards any member of the referee team about calls made during the match
- Players, coaches, or spectators continue to interfere with Assistant Referee after being instructed to move

6. LEAGUE DEDUCTION OF SPORTSMANSHIP POINTS

Sportsmanship Points can be deducted by the Youth Sports League Staff for the following additional reasons:

- If Team/Coach does not reflect good sportsmanship by intentionally and blatantly or persistently running the score up (to be handled with discretion at the division level).
- For each game a Team/Coach is not adhering to the minimum play requirement.
- For each game a Team/Coach is not adhering to requests by officiating staff to address behavior of players or spectators

PENALTIES EXPLAINED

Schools or teams who have lost good standing may have the opportunity to have it reinstated.

PENALTY

- A. Team Drops One Rank:** Team will drop from current ranking seat to the one immediately below before post-season play begins. (Example: Dropping from 1st Place to 2nd Place)
- B. Team Drops Two Ranks + May Not Play for 1st or 2nd Place :** Team will drop from current ranking seat to the two seats immediately below before post-season play begins. Team will not continue beyond games playing for 3rd Place. (Example: Dropping from 1st Place to 3rd Place)
- C. Team May Not Advance into Post Season Play:** Team is removed from post season schedule and their season will end with regular season
- D. Team May Not Advance + School Loses Priority Registration:** Team is removed from post season schedule and their season ends with regular season. The school or organization sponsoring the team loses priority registration immediately. All teams from that school or organization that wish to participate will be placed on a waitlist and registered if space allows after the predesignated open registration period. All registered teams (with completed registration form and payment submitted before penalty is determined) will continue into the upcoming league. Penalty remains until good standing is reinstated.
- E. Team May Not Advance + School Suspended from Registration:** Team is removed from post season schedule and their season ends with regular season. The school or organization sponsoring the team is no longer eligible to register any teams for the upcoming season in all divisions within that league. All registered teams (with completed registration form and payment submitted before penalty is determined) will continue into the upcoming league. Penalty remains until good standing is reinstated.

REINSTATING GOOD STANDING

Schools or teams who have lost good standing may have the opportunity to have it reinstated.

Penalties A – C: Non-reversible. Coaches and administrators may inquire at the end of each game regarding sportsmanship points retained and may view point totals on Teamsideline.com/Oxnard within a week of the game being completed. Coaches and administrators are encouraged to be proactive. Administrators are encouraged to attend games to help manage sportsmanship and behavior during games, and hold appropriate parties accountable.

Penalty D: Though the penalized team may not advance beyond regular season, its school/organization may regain original registration priority by completing each of the following steps:

1. Head Coach from penalized team must complete the Character Driven Coaching Course (approx. 2 hrs) offered online through NAIA.org.
 - a. Copy of the Character Driven Coaching Course completion certificate must be submitted to the Recreation Office at least one week (7 days) prior to the start of the intended season's earliest registration period.
2. School must host sportsmanship/character in sports program for Youth Sports participants.
 - a. Flyer announcing the event and post-event summary from a **school administrator** must be submitted to Recreation Office at least one week (7 days) prior to the start of the intended season's earliest registration period.
 - b. School administrator, for the purposes of Oxnard Youth Sports, is defined as a principal, assistant principal, athletic director, district superintendent, or district assistant superintendent directly working with penalized school site or organization. Teachers, coaches, office managers, volunteers, or others not also serving in one of the listed previously listed positions do not qualify as a school administrator.

Penalty E: Though the penalized team may not advance beyond regular season, its school/organization may regain registration eligibility by completing each of the following steps:

1. Head Coach and any assistant coaches from penalized team must complete the Character Driven Coaching Course (approx. 2 hrs) offered online through NAIA.org.
 - a. Copy of the Character Driven Coaching Course completion certificate must be submitted to the Recreation Office at least two weeks (14 days) prior to start of the intended season's earliest registration period.
2. School must host mandatory sportsmanship/character in sports program for Youth Sports participants, coaches, and parents.
 - a. Flyer announcing the event must be submitted to Recreation Office at least two weeks (14 days) before the scheduled event to ensure a Youth Sports staff member is in attendance.
 - b. Program must be completed at least two weeks (14 days) prior to start of intended season's earliest registration period.

Contact Us

Oxnard Teamsideline webpage:

<https://teamsideline.com/Oxnard>

OR

Google “Oxnard Teamsideline” > click “City of Oxnard Recreation & Community Services”

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Office hours

Monday- Thursday: 8am to 6pm

Friday: 8am to 5pm

(Closed every other Friday)